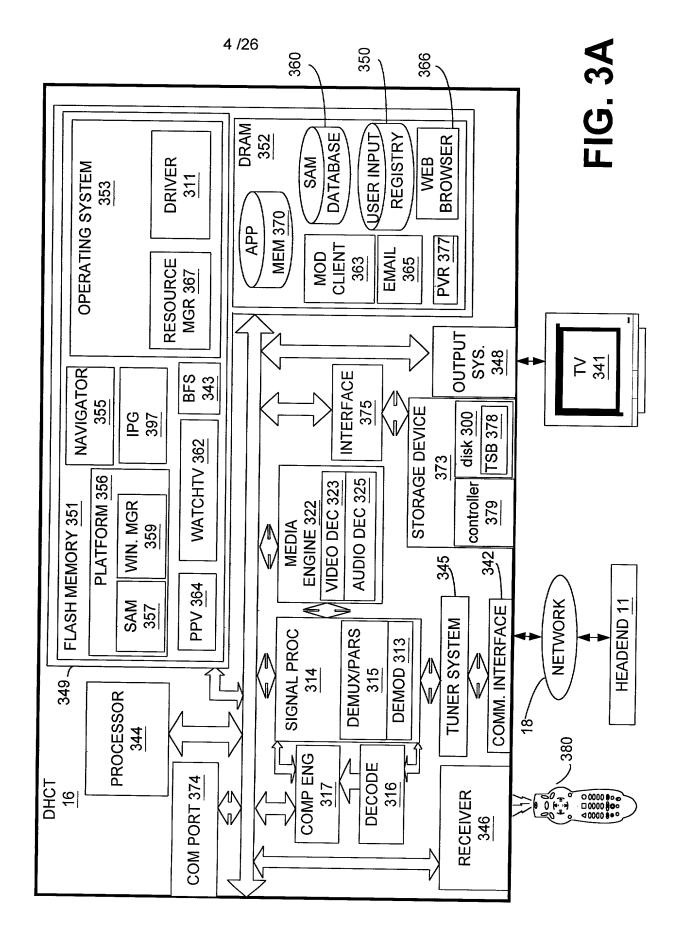
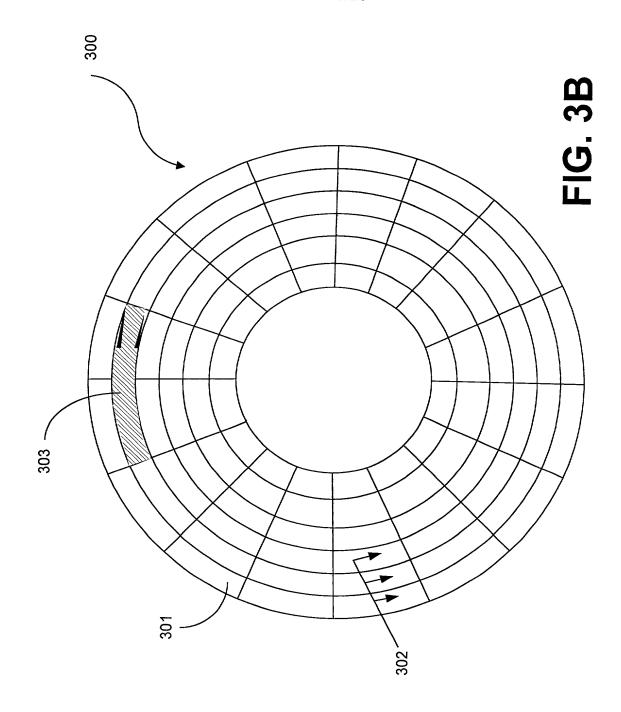


FIG. 2





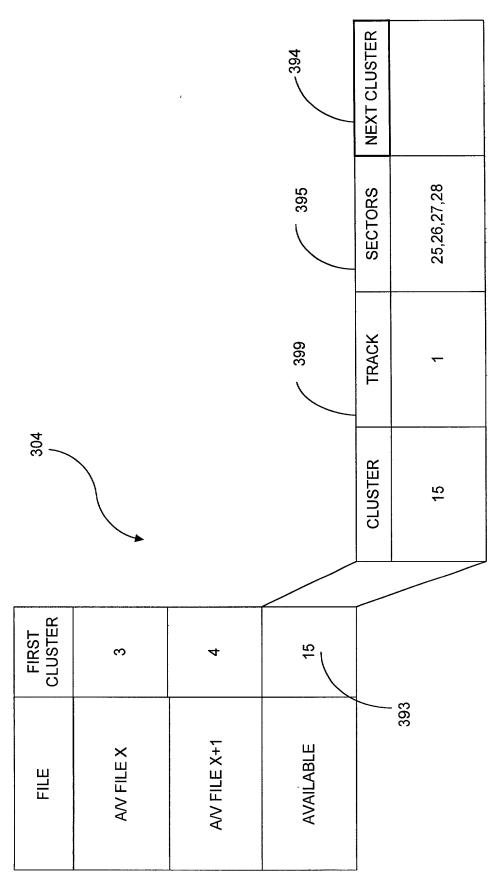
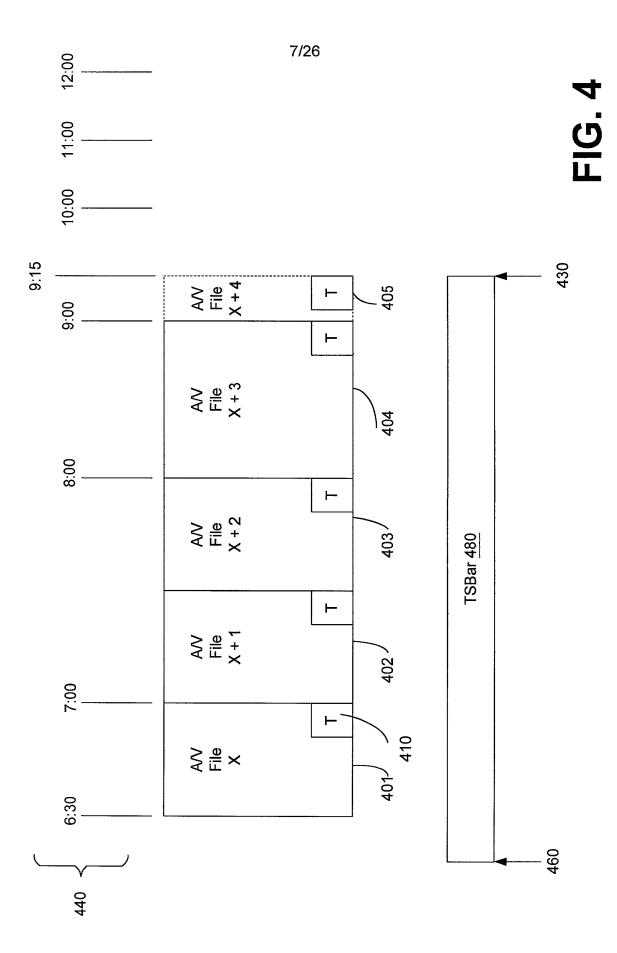
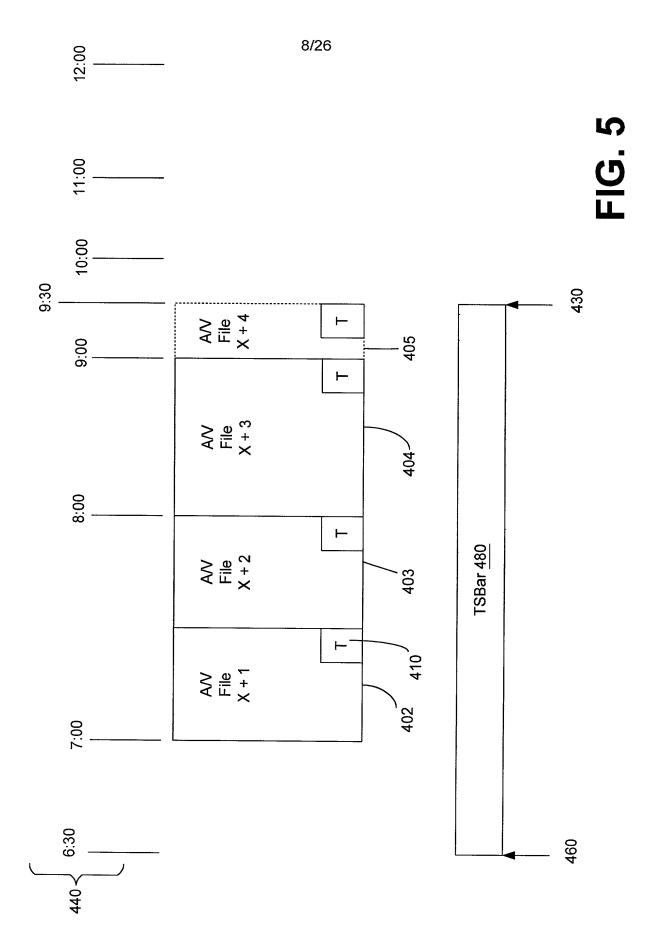
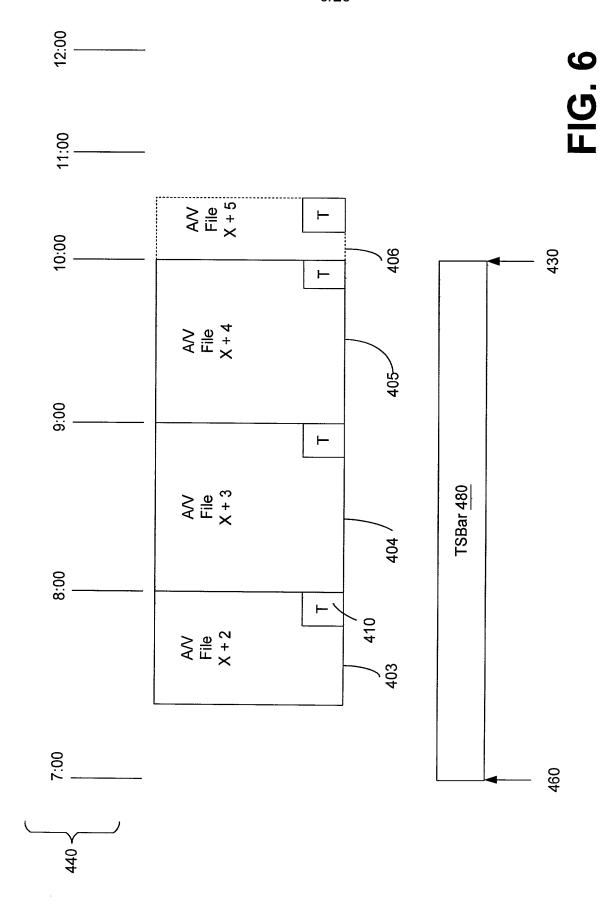


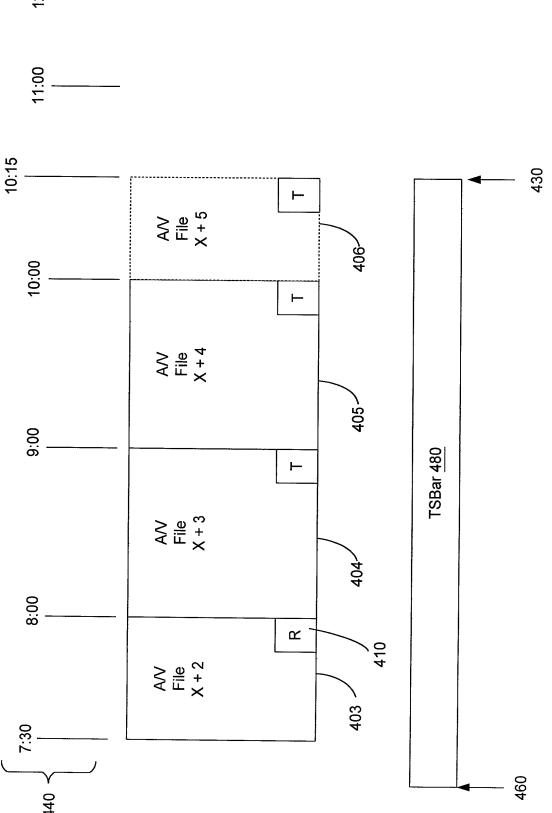
FIG. 3C



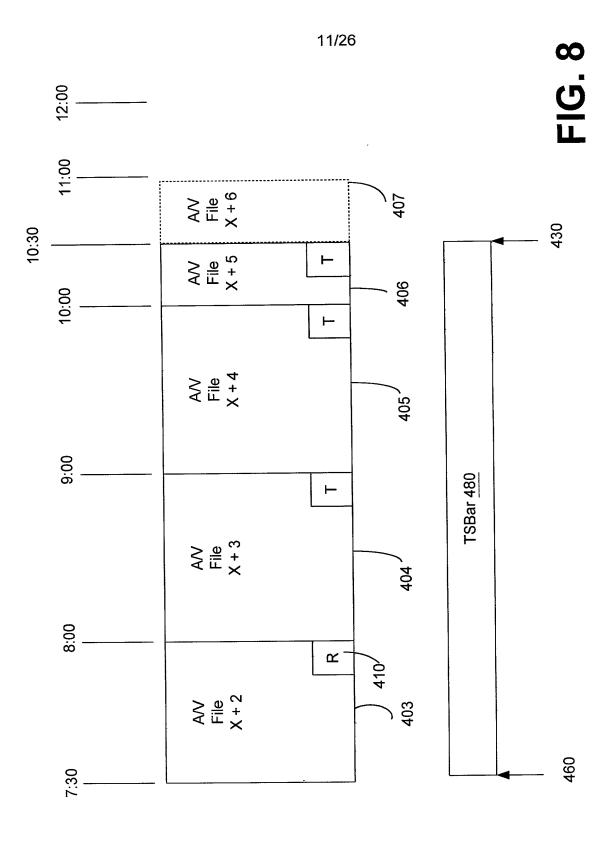


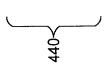


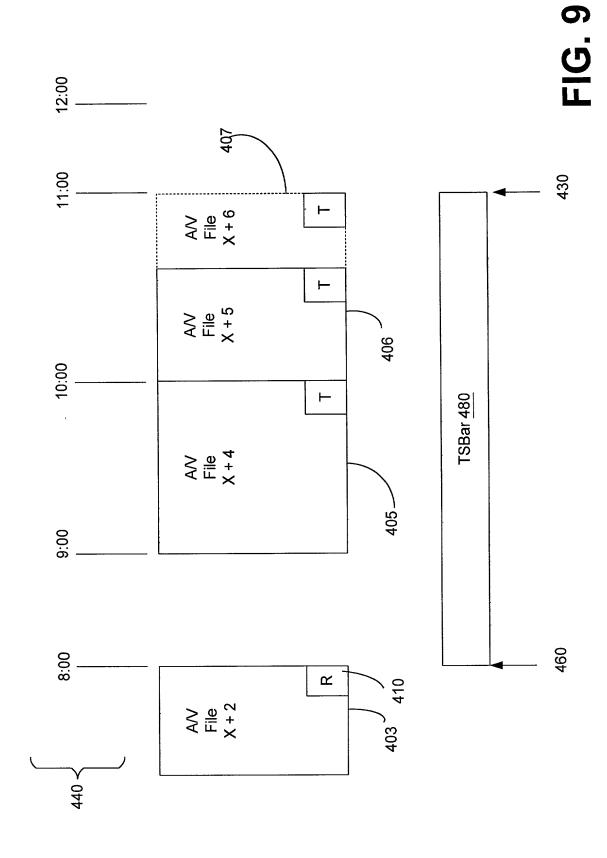




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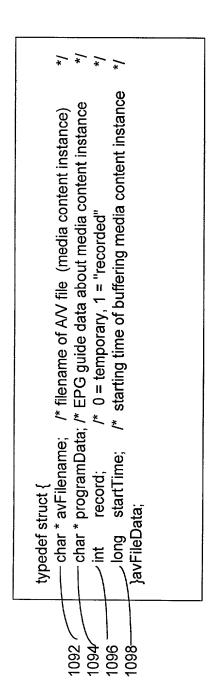
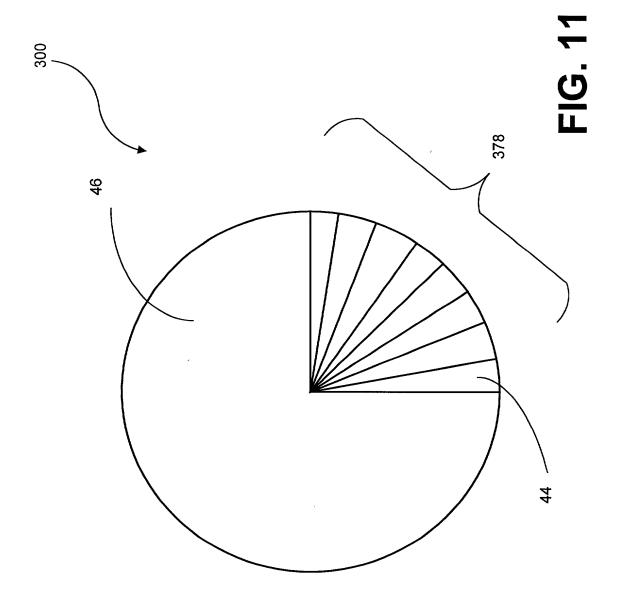


FIG. 10A

prevNode; / pointer to previous media content instance*/ *nodeData; /* data for current media content instance *, *nextNode; /* pointer to next media content instance */ typedef struct { avFileData tsbNode tsbNode }tsbNode;

FIG. 10B



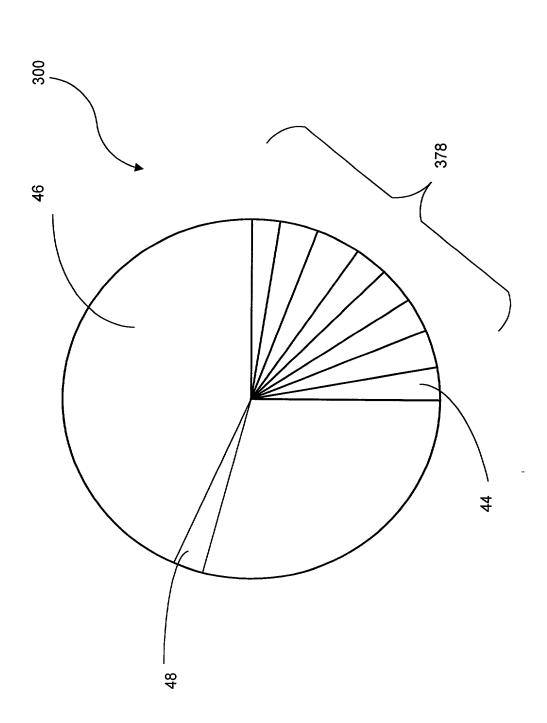
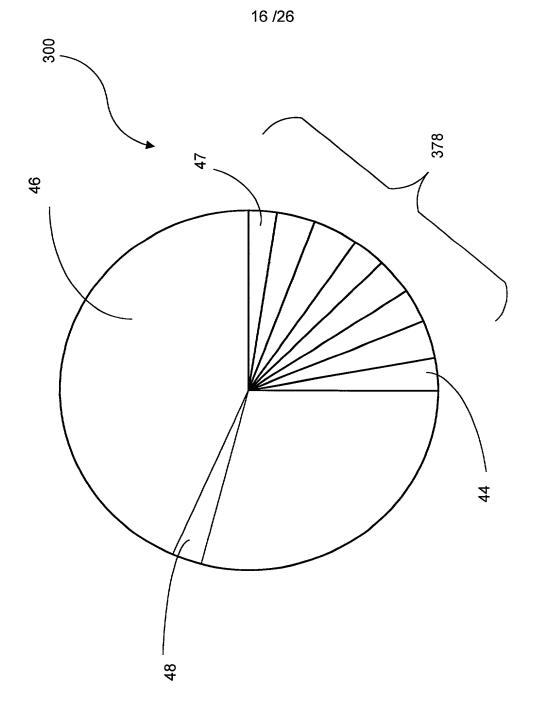
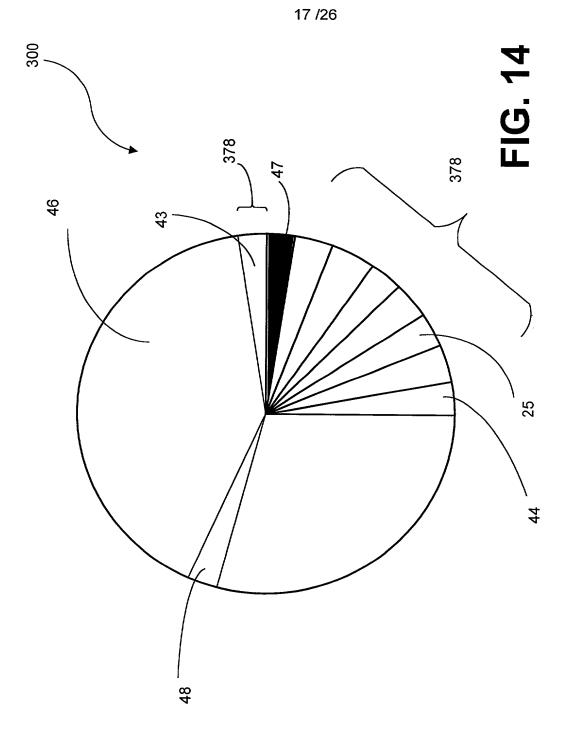
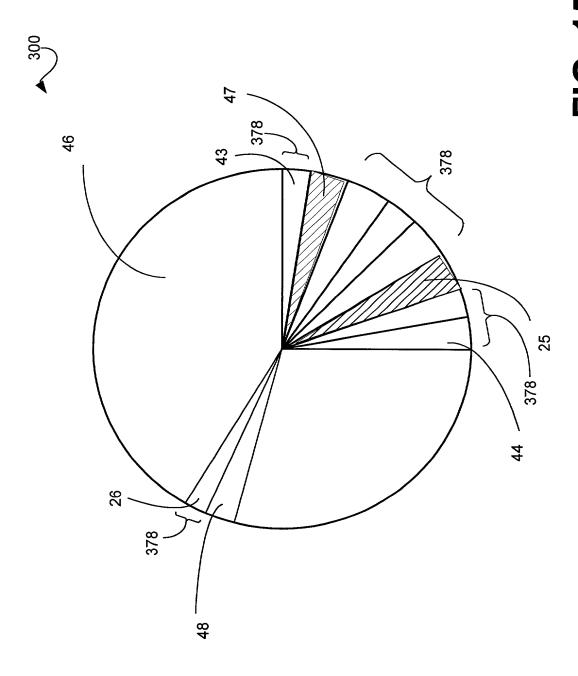


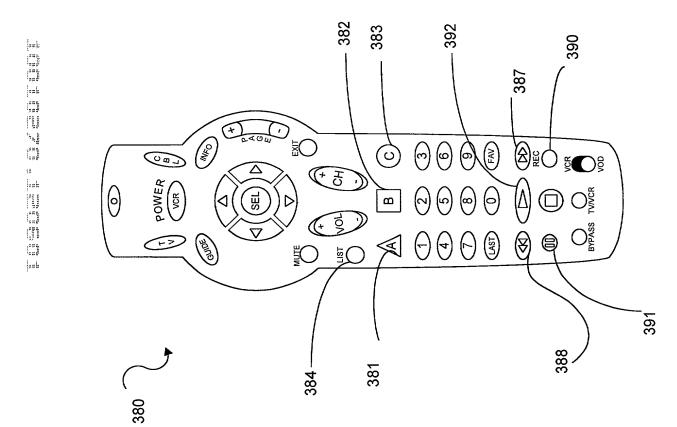
FIG. 12



-1G. 13







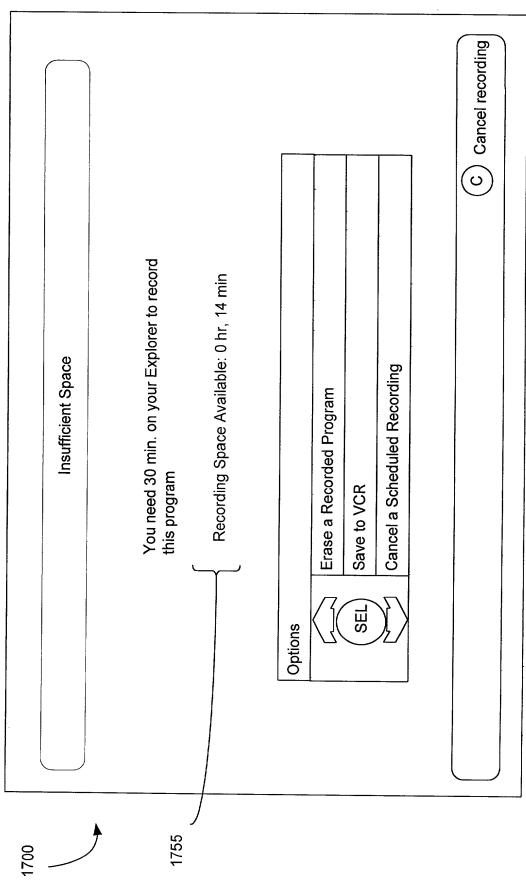


FIG. 17A

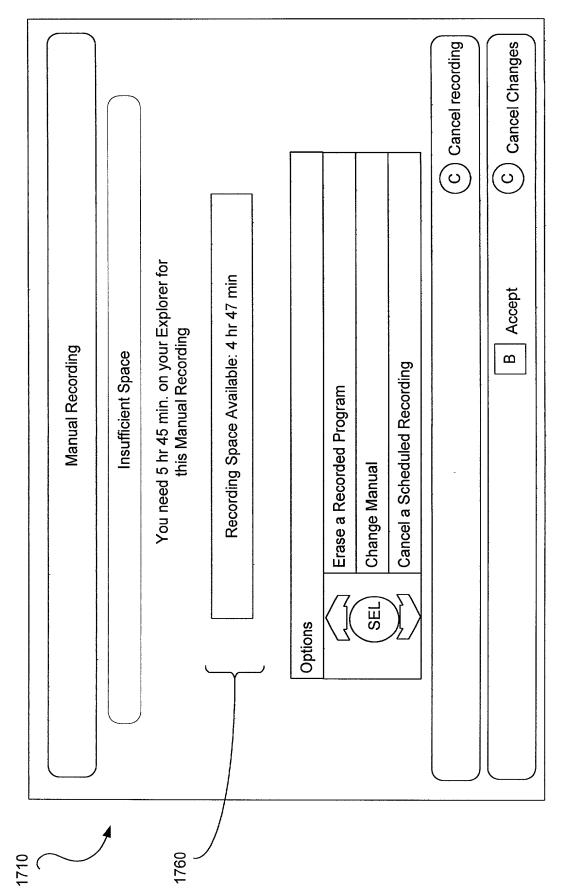
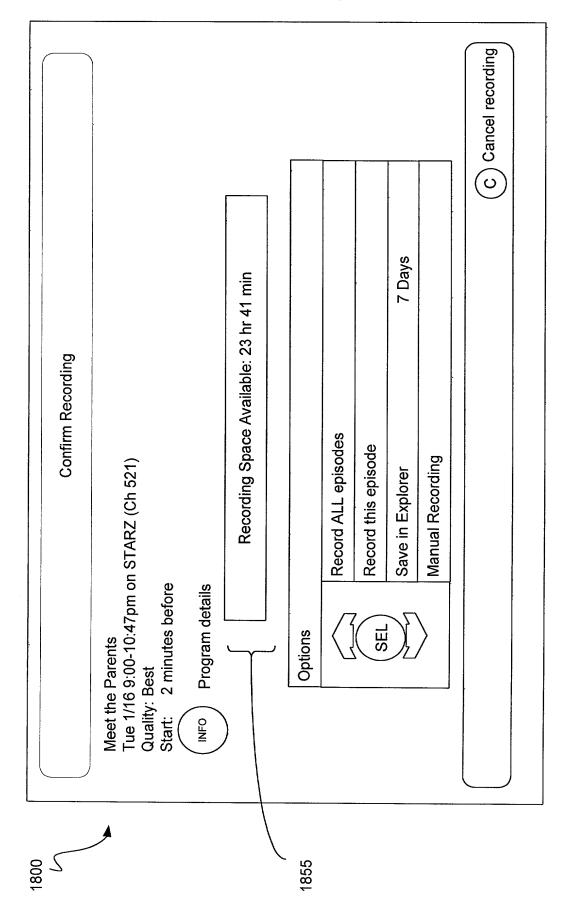
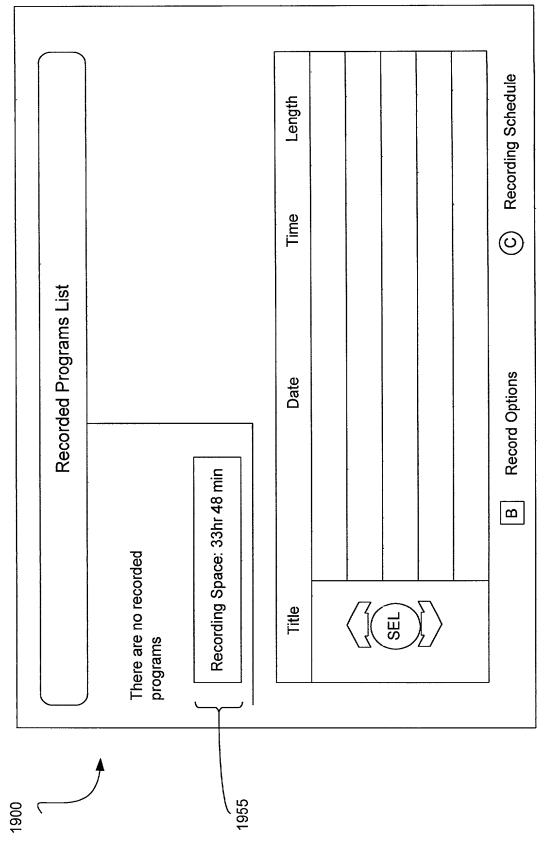


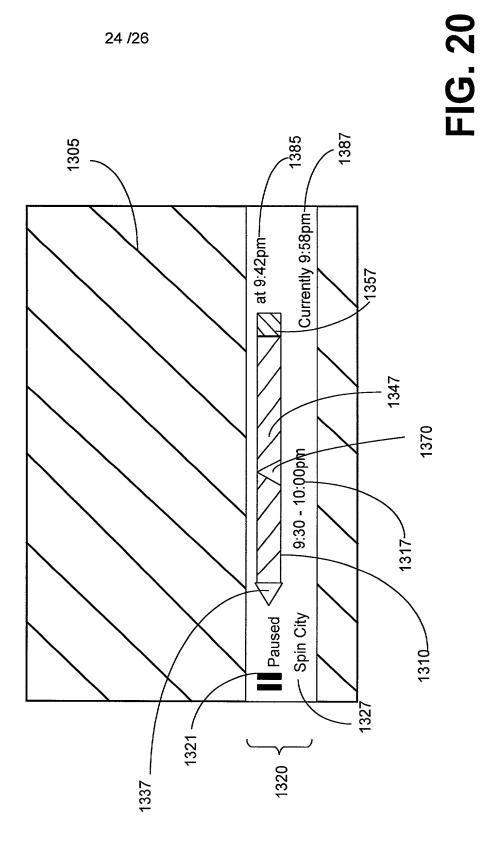
FIG. 17B



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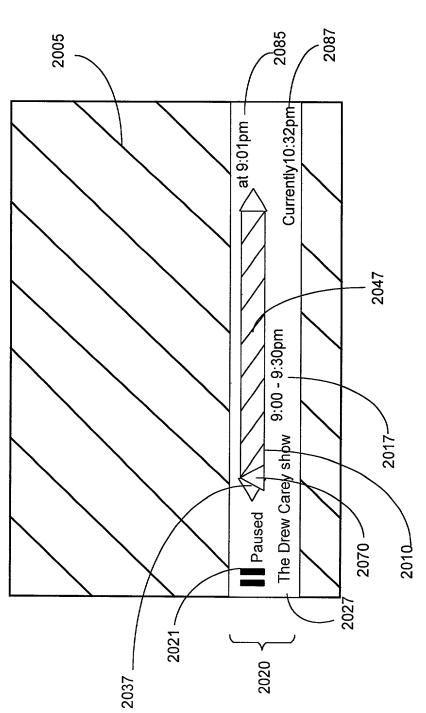


FIG. 21

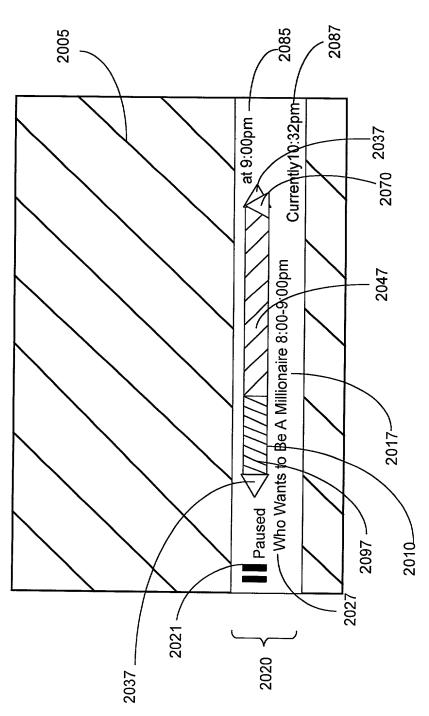


FIG. 22